Carrera®

DIGITAL 132

30136 GT HEROES

D	Montage- und Betriebsanleitung
GB USA	Assembly and operating instructions
F	Instructions de montage et d'utilisation
E	Instrucciones de uso y montaje
P	Instruções de montagem e modo de utilização
I	Istruzioni per il montaggio e l'uso
NL	Montage- en gebruiksaanwijzing
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FIN	Asennus- ja käyttöohjeet
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H	Összeszerelési és használati útmutató
PL	Instrukcja obsługi i montażu
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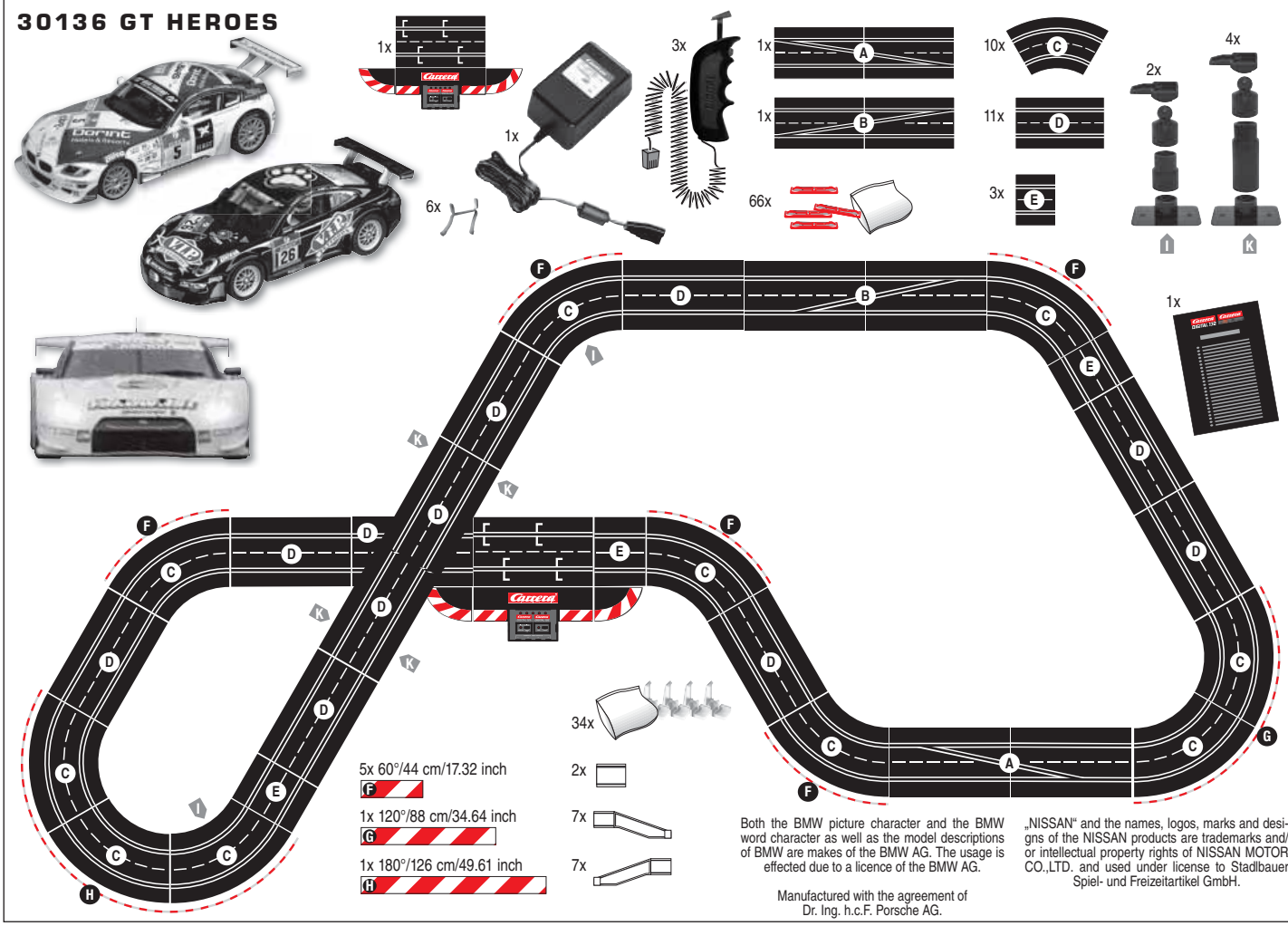
GR	Μοντάζ και Οδηγία χρήσης
RO	Instrucțiuni de montaj şi de utilizare
DK	Monterings- og driftsvejledning
RC	安装和使用说明
J	取扱説明書取扱説明書の内容は予
ROK	조립과 작동 방법
Arabic	إرشادات التركيب و الأستخدام
TR	Montaj ve işletme kılavuzu
RUS	Инструкция по монтажу и эксплуатации

Verpackungsinhalt · Contents of package · Contenu du carton · Contenido de la caja · Conteúdo da embalagem · Contenuto della confezione · Verpakkingsinhoud · Innehållet i förpackningen Pakkauksen sisältö · Innholdet i pakningen · A csomag tartalma · Zawartość opakowania Obsah balenia · Obsah balení · Съдържание на опаковката · Περιεχόμενα συσκευασίας Conținutul ambalajului · Emballageindhold · 包装内容 · 梱包内容 · 포장내용물 محتويات الغلاف · Ambalaj içeriği · Содержимое картона

30136 GT HEROES



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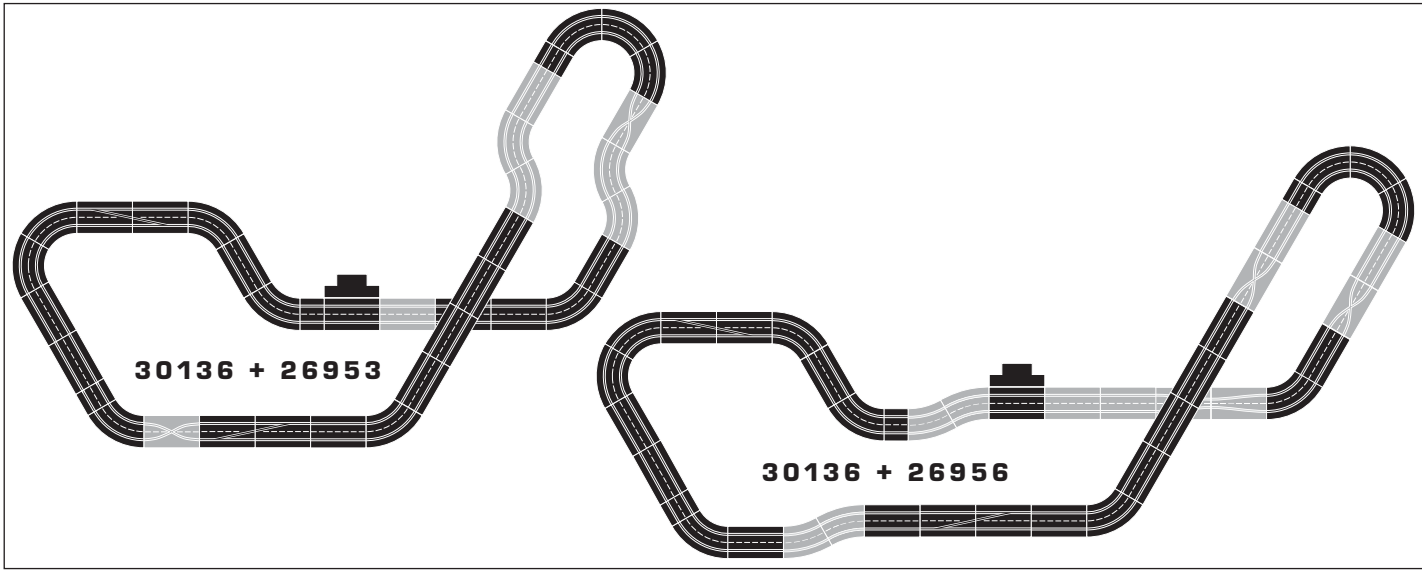

GB USA

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Welcome

Welcome to the Team Carrera!
These operating instructions contain important information regarding the assembly and operation of your Carrera DIGITAL 132 racetrack. Please read them carefully and keep them in a safe place afterwards. If you have any queries, please do not hesitate to contact our distributor or visit our websites:
www.carrera-toys.com · www.carreraclub.com

Please check the contents for completeness and possible transport damage. The packaging contains important information and should also be retained.

We hope you will derive a lot of pleasure from your new Carrera DIGITAL 132 track.

Safety instructions

• **WARNING!** Not suitable for children under 36 months. Danger of suffocation due to small parts which may be swallowed. Caution: risk of pinching caused by function.

• **WARNING!**
This toy contains magnets or magnetic components. Magnets attracting each other or a metallic object inside the human body may cause serious or fatal injuries. Seek medical attention immediately if magnets are swallowed or inhaled.

• The transformer is not a toy! Do not short-circuit the transformer's connections! Note to parents: Regularly inspect the transformer for damage to the cable, plug or housing! Only operate the toy with recommended transformers! The transformer may no longer be used if it is damaged! Only operate the racetrack with a transformer! If play is interrupted for longer periods, it is recommended to separate the transformer from the power supply. Do not open transformer or speed controller housings!

Important note to parents:
Transformers and power supply units are not suitable to be used as toys. The use of such products needs to be constantly supervised by the parents.

• Regularly check the track and cars for damage to cables, plugs and housings! Replace defective parts.

• The car racetrack is not suitable for outdoor operation or operation in wet locations! Keep away from liquids.

• Do not place any metal parts onto the track to avoid short-circuits. Do not place the track in the immediate vicinity of delicate objects, as these could be damaged by cars hurled from the track.

• Pull the plug before cleaning the racetrack! Only use a damp cloth for cleaning, no solvents or chemicals. When it is not in use, store the track in a dry and dust-protected location, preferably in the original cardboard box.

• Do not operate race track at face- or eye-level – risk of injury due to cars being catapulted off the track.

Note:
The vehicle may only be operated again in a completely assembled condition. Assembly may only be carried out by an adult.

Contents of package

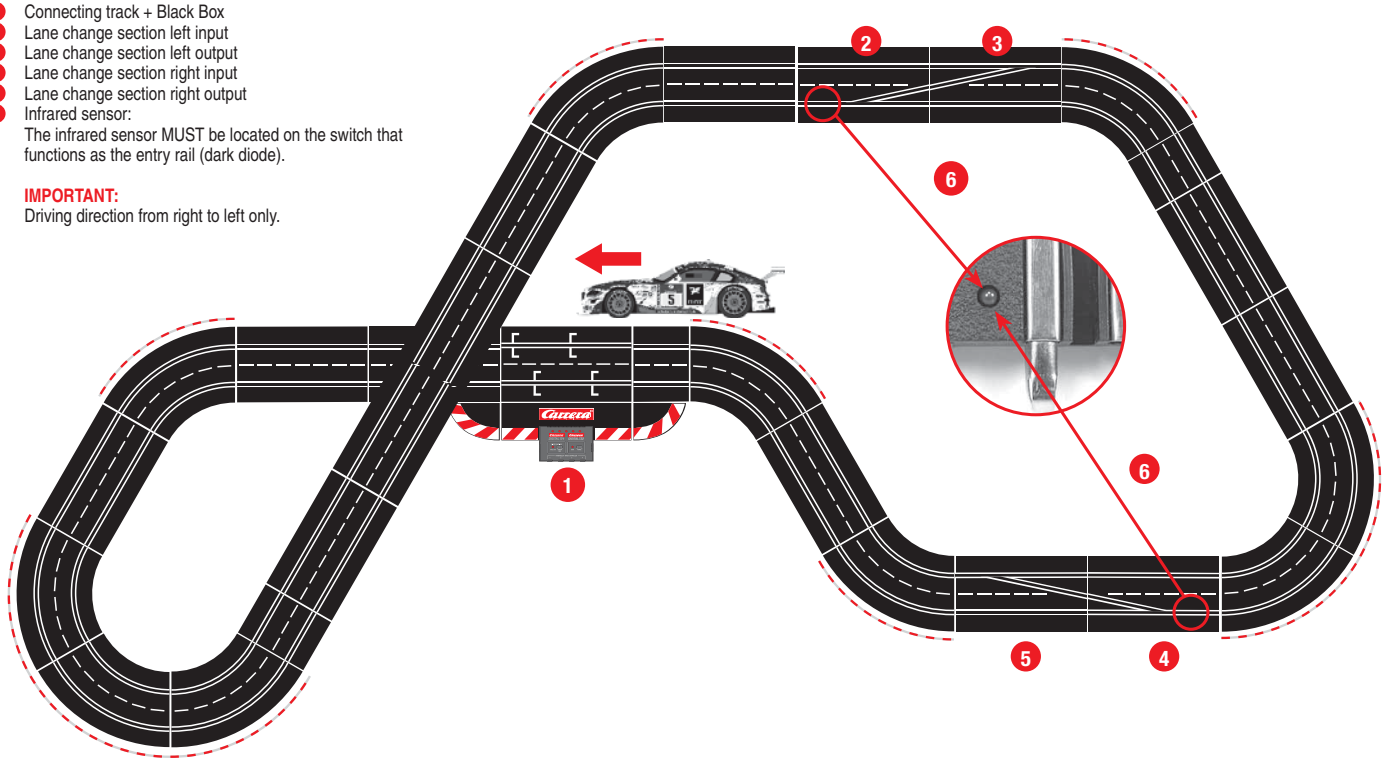
1 Nissan GT-R GT500 JGTC, „No.3"
1 Porsche GT3 RSR V.I.P. Petfoods
1 BMW Z4M Coupé Schubert Motors 2008
11 Standard straights
3 1/3 straights
1 Connecting section with Black Box
1 Carrera DIGITAL 132 lane change section, right (2 track parts)
1 Carrera DIGITAL 132 lane change section, left (2 track parts)
10 Curves 1/60°
3 Speed controllers
1 Transformer
Guard rails
Replacement contacts
Shoulder end sections
Instructions
Track section bolts

Track length: 29.53 ft. / 9,0 m
Dimensions when assembled: 11.48 x 5.87 ft. / 350 x 179 cm

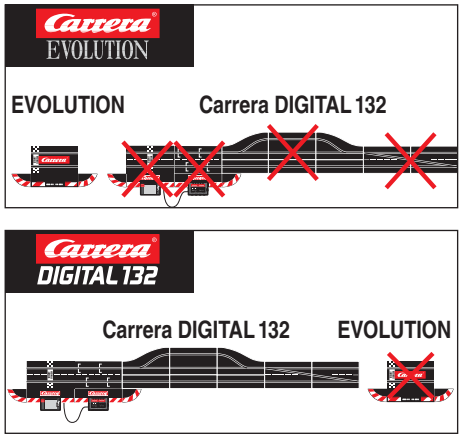
Technical advice for assembly

1. Connecting track + Black Box
2. Lane change section left input
3. Lane change section left output
4. Lane change section right input
5. Lane change section right output
6. Infrared sensor:
The infrared sensor MUST be located on the switch that functions as the entry rail (dark diode).

IMPORTANT:
Driving direction from right to left only.

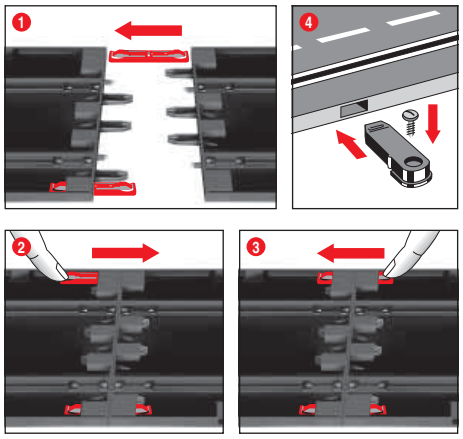


Important Information



Please note that Evolution (analog system) and Carrera DIGITAL 132 (digital system) involve two separate and completely independent systems. We hereby expressly indicate that both systems must be kept separate when setting up the track, i.e. no connecting rail from Evolution may be used together with the connecting rail and Black Box of the Carrera DIGITAL 132, even if only one of the two connecting rails (Evolution connecting rail or Carrera DIGITAL 132 connecting rail and Black Box) is attached to the current supply. Furthermore, no other Carrera DIGITAL 132 components (switches, electronic lap counter, pit stop) may be built into an Evolution course, i.e. via analog operation.
Non-compliance with the above information may result in damage or destruction of the respective Carrera DIGITAL 132 components. In this case no warranty may be claimed.

Assembly instructions

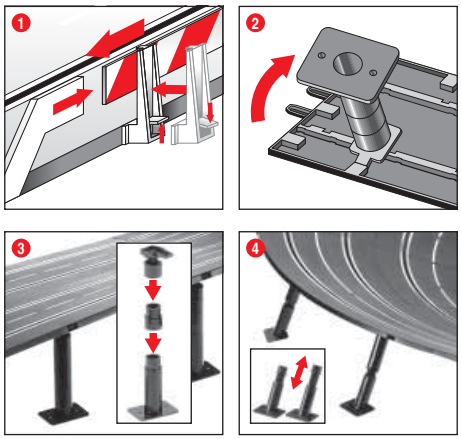


1 + 2 + 3 Before assembling please insert the connecting clips in the track as shown in figure 1. Stick tracks together on a flat base. Move the connecting clips according to figure 2 in direction of the arrow until they audibly snap in. The connecting clip may also be inserted later. The connecting clips can be removed into both directions by simply pressing down the clamped nose (see fig. 3).

4 **Fastening:** To fasten the track sections on a board, it is necessary to use the track section fasteners (Item no. 85209, not contained in the package).

Note:
Carpeting is not a suitable foundation on which to build the track because of static charging, formation of fluff and ready inflammability.

Guard Rails and Supports

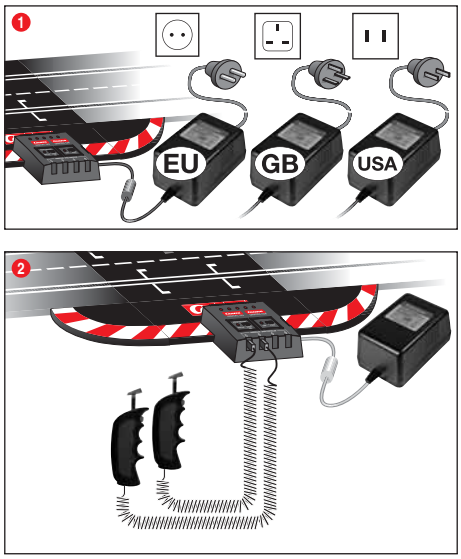


1 **Guard rails:** Guard rail mounts are fitted by tilting them upwards onto the verge of the track.

2 + 3 **Supporting raised sections:** The shank of the ball pivot is to be inserted into the square slots provided on the underside of the track. The supports can be made higher by using the extensions. The pedestal of the supports can be screwed to a base if required (screws not included).

4 **Supporting steep curves:**
Slanting supports of the right height are provided to support steep curves. Fix the nonadjustable supports at the beginning and end of the curves. Insert the heads of the supports in the round slots of the underside of the track.

Electrical connection

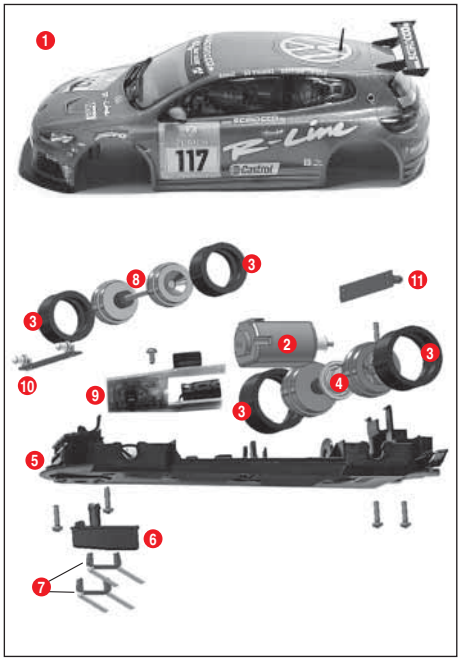


1 Connect the transformer plug with the Black Box
2 Connect the enclosed speed controllers to the Black Box

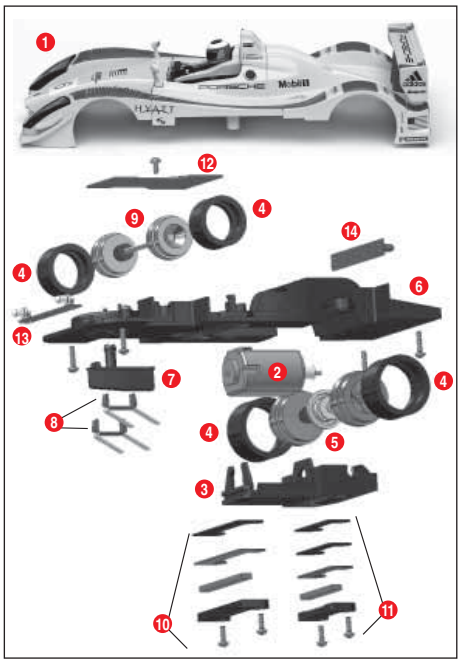
Note: To avoid short-circuits and electrocution, the toy may not be connected using foreign devices, plugs, cables or other objects foreign to this toy. The Carrera DIGITAL 132 car racetrack only works properly with an original Carrera DIGITAL 132 transformer.

The PC interface (PC Unit) may only be operated together with the original Carrera PC Unit.

Car components



1 Body, spoiler
2 Engine
3 Tyres
4 Rear axle
5 Chassis
6 Guide keel
7 Double sliding contact
8 Front axle
9 Car board with reversing switch
10 Front light board
11 Rear light board

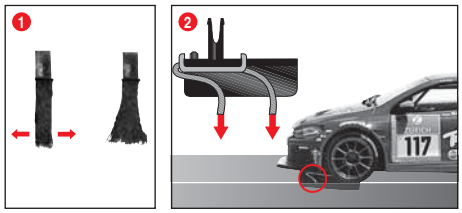


1 Body, spoiler
2 Engine
3 Support for engine block
4 Tyres
5 Rear axle
6 Chassis
7 Guide keel
8 Double sliding contacts
9 Front axle
10 Central magnet unit
11 Additional magnet unit
12 Vehicle board with reversing switch
13 Front light board
14 Rear light board

Note: vehicle construction depends on the model.

The designation of the individual parts may not be used as order numbers.

Preparation of start

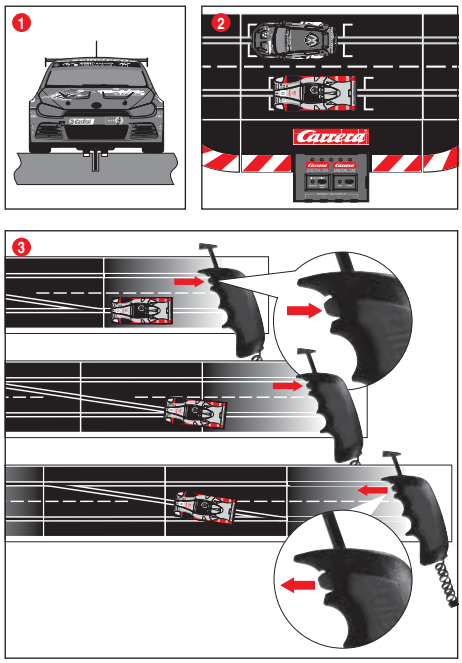


This Carrera DIGITAL 132 vehicle ideally matches the Carrera track system scale 1:24.

1 + 2 Optimally setting up the grinders:
To ensure proper and continuous driving, slightly fan out the ends of the contact brushes 1 and bend them towards the track as per fig. 2. Only the end of the contact brush should have contact to the track and may be cut off slightly in case of wear. Dust and abrasion should be removed from track material and sliding contacts from time to time.

During operation small car parts as spoilers or mirrors may get off or brake due to being original detailed parts of the car model. To avoid this it is possible to remove them before operation.

Preparation of start and points function



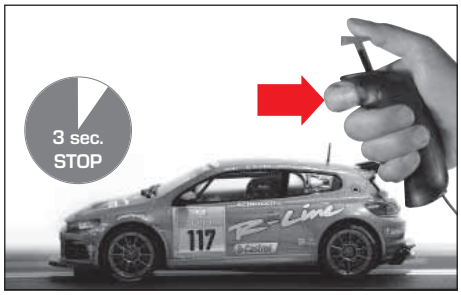
1 + 2 Make sure that the car's guide keel is located inside the track slot and that the double sliding contact is in contact with the current carrying track.
Place the cars onto the connecting track.
3 When changing lanes, you must keep the button on the speed controller depressed until the car has passed the point.

Race modes

Training mode
1. Switch on the Black Box (ON-OFF)
2. After approx. 1 second the central LED will illuminate permanently and a brief acoustic signal will sound.
3. Position the car/s on the connecting track
4. In training mode, the track is released without signal from the traffic light; you can start immediately

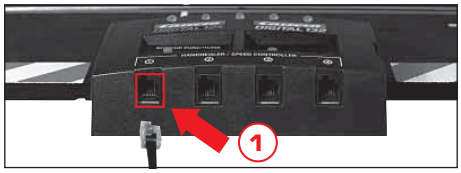
Race mode
1. Switch on the Black Box (ON-OFF)
2. After approx. 1 second the central LED will illuminate permanently and a brief acoustic signal will sound.
3. Afterwards, press the start button until all LEDs light up
4. Position the car/s on the connecting track
5. Press the start button again – the starting sequence will be initiated, the LEDs will illuminate and acoustic signals will sound.
6. Once the traffic light phase has expired (LEDs light up individually), the race is released
7. False start: If a car's speed controller is actuated during the traffic light phase, this is rated as false start. The vehicle that has caused the false start will travel a short distance and the LED on the relevant vehicle or hand control will flash. The race is not released and the start has to be repeated.

Light function on/off



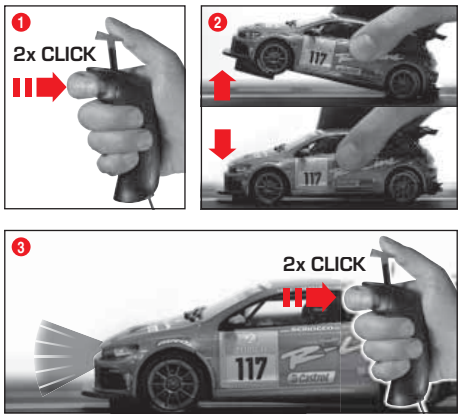
The car programmed to the speed controller will have to come to a stop for at least 3 seconds before the light can be switched on or off by the push of the lane-change-button.

Operating 6 cars



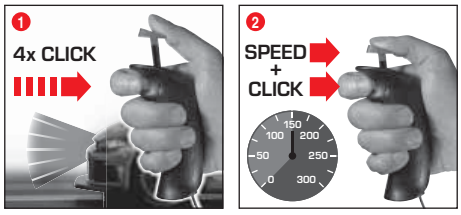
Plug speed controller extension set (item no. 30348) in connector 1 of the Black Box. For next steps see section „Coding of cars to the according speed controller".

Coding/decoding of the cars to the according speed controller



Place car on the track, push lane-change-button twice fig. 1, lift car at the front, put car back again fig. 2, while car´s lights are flashing push lane-change-button twice fig. 3. Programming is confirmed by a tone. All settings are saved until new programming is carried out.

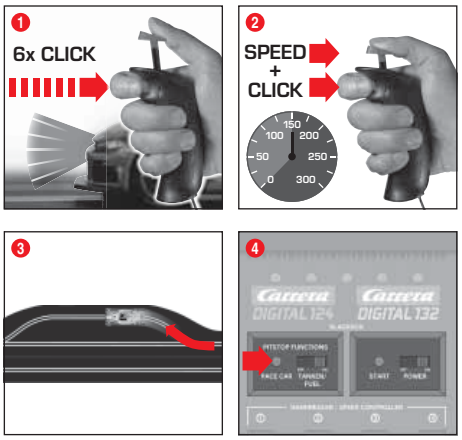
Autonomous Car function



Place car on the track, push lane-change-button twice, lift car at the front, put car back again (see coding/decoding fig. 1 + 2). While car´s lights are flashing push lane-change-button 4 times fig. 1. Start car, push lane-change-button for requested speed fig. 2 (irrespective of the car´s position). Autonomous car will drive at this speed automatically and consistently until its decoding.

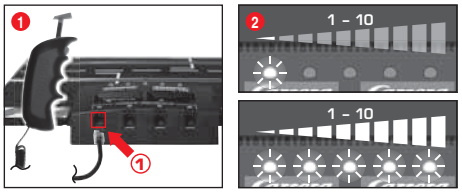
Decoding is effected by holding the car. For new coding see coding/decoding.

Pace Car function



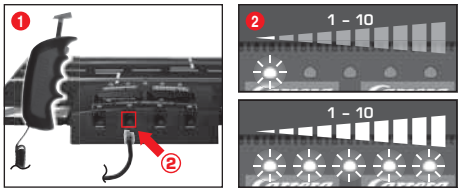
Place car on the track, push lane-change-button twice, lift car at the front, put car back again (see coding/decoding fig. 1 + 2). While car´s lights are flashing push lane-change-button 6 times fig. 1. Start car, push lane-change-button for requested speed fig. 2 (irrespective of the car´s position). Car will assume this speed consistently and will enter the next Pit Stop automatically fig. 3.
Start Pace Car function:
Start Pace Car by pushing the button at the Black Box fig. 4. After 10 seconds each lane switch will change independently until the Pace Car enters the Pit Stop. Carry out car decoding (see point coding/decoding).

Setting basic speed



(individually for one and/or several cars)
1 Plug any speed controller in connector 1. Switch off Black Box, place car/s on the track, push lane-change-button and keep it pushed while Black Box is switched on again. Don´t release the lane-change-button until the 1st LED lights red. Levels are set by pushing lane-change-button. Confirm speed by pressing the speed controller´s tappet (thumb) (=> middle LED will light).
2
1 LED on = low speed
5 LEDs on = high speed

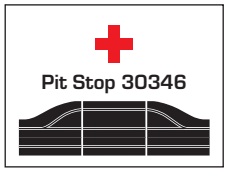
Setting braking effect

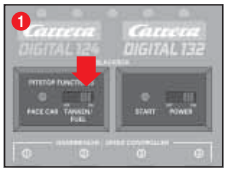


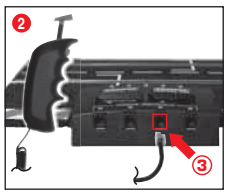
(individually for one and/or several cars)
1 Plug any speed controller in connector 2. Switch off Black Box, place car/s on the track, push lane-change-button and keep it pushed while Black Box is switched on again. Don´t release the lane-change-button until the 1st LED lights red. Levels are set by pushing lane-change-button. Confirm braking effect by pressing speed controller´s tappet (thumb) (=> middle LED will light). Before the start return speed controller to the original connector!

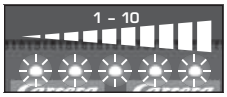
❷
1 LED on = low braking effect
5 LEDs on = high braking effec

Setting fuel tank capacity





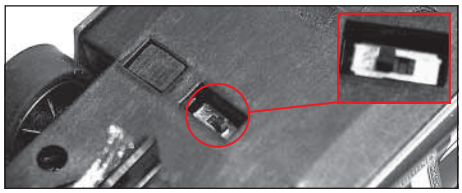




(individually for one and/or several cars)
❶ Activate fuelling function at the Black Box.
❷ Plug any speed controller in connector 3. Switch off Black Box, place car/s on the track, push lane-change-button and keep it pushed while Black Box is switched on again. Don´t release the lane-change-button until the 1st LED lights red. Fuel capacity is set by pushing lane-change-button. Confirm by pressing speed controller´s tappet (=> middle LED will light).
Before the start return speed controller to the original connector!
❸
1 LED on = low fuel capacity
5 LEDs on = full tank

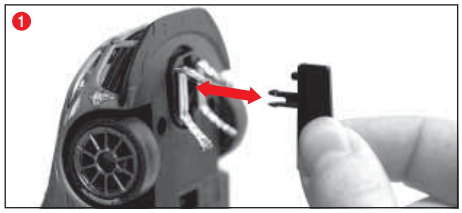
Refuelling:
Depending on the fuel capacity the car´s lights start to flash after some time, the car slows down and might start to stutter. For refuelling enter the Pit Stop and release the speed controller´s tappet. (Fuelling amount depends on car´s standing time in the Pit Stop).
a) Filling up: wait until car´s lights stop flashing.
b) Partial refuelling: start while car´s lights still flash.
c) Non-refuelling: car drives on at reduced speed.

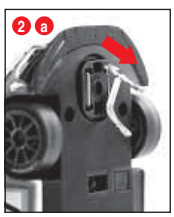
Car programming from DIGITAL 132 to Evolution (analogue)

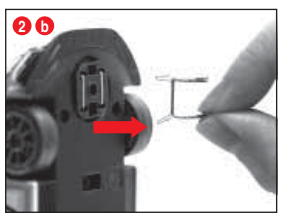


Place car on the Evolution track and push speed controller´s tappet three times (thumb). Push the switch for changing the running direction acc. fig. ❶. For Carrera DIGITAL 132 operation mode return the switch to original position.

Replacement of double sliding contact and guide keel





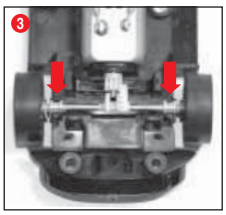


Advice:
• It is recommended to always take out and change only one grinder.
• Never pull the vehicle backwards, because the grinders could be damaged otherwise.

❶ Please carefully pull out the guide keel according to fig. ❶.

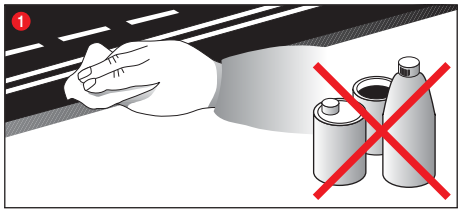
❷ When changing the double contact brushes please take care that in stage one the upper contact brush ❷ ⓐ is only pulled out partly and that in stage two the double contact brush can be pulled out completely with the contact brush ❷ ⓑ. For inserting please proceed the same way.

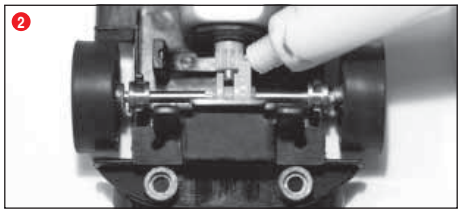
Changing the rear axle



Take off the vehicle´s upper part from the chassis as per fig. ❶. Remove the axles from the bearings positions with pressure (❷). Insert new axle. Pay attention to the correct position of the axle bearings (❸).

Maintenance and care





To ensure a proper operation of the motor-racing circuit, all racetrack components should be regularly cleaned. Pull the plug prior to cleaning.

❶ **Racetrack:** Keep the track surface and track slots clean with a dry cloth. Do not use any solvents or chemicals for cleaning. When it is not in use, store the racetrack in a clean and dust-protected location, preferably in the original cardboard box.

❷ **Car check:** Clean axle and wheel bearings, pinion gears, gearwheels and bearings and lubricate using a resin- and acid-free grease. You can use a toothpick or similar as aid. Regularly check the condition of sliding contacts and tyres.

Troubleshooting Driving tips

Troubleshooting:
In case of any malfunctions, please check the following:
• Has the connection to the power supply been established correctly?
• Have transformer and speed controllers been connected correctly?
• Are the track connections faultless?
• Are the racetrack and track slots clean and free of any foreign objects?
• Are the sliding contacts in order and do they make contact with the track slot?
• Are the cars correctly coded to the according speed controller?
• The track's current feed will be switched off automatically for 5 seconds, if there is an electrical short circuit: this will be notified by audible and visual signals.
• Are the cars placed on the track in running direction? In case of non-functioning push the running direction switch which is on the car´s bottom.

Note:
During operation small car parts as spoilers or mirrors may get off or brake due to being original detailed parts of the car model. To avoid this it is possible to remove them before operation.

Driving technique:
• You can drive fast along the straight track but you should brake before the curve and then accelerate again when coming out of the curve.
• Do not fasten or block the vehicles when the motor is running: overheating or damage to the motor could result otherwise.

Note: When using track systems which are not manufactured by Carrera the existing guide keel has to be replaced by the special guide keel (#85309). While using the Carrera crossing (#20587) or high banked curve 1/30° (#20574) slight driving noise might occur which is due to the full-scale genuineness and does not affect flawless operation.

All Carrera spare parts are available in the webshop:
www.carrera-toys.com
Delivery exclusively to Germany, Austria, Netherlands, Belgium and Luxembourg.

Technical specifications

GB **Output voltage: Toy transformer**

14,8 V ⎓ 51,8 VA

0-3

This device is marked by "selective sort throught" symbol related to sort through domestic, electric and electronic, waste.
This means the product must be treated by a specialized "sorting/collecting" system in accordance with European directive 2002/96/CE, to reduce the impact upon environment.
For more precise information, please contact your local administration.
Electronical product which are not going through special collecting, are potentially dangerous for environment and human health, because of dangerous substance.

USA **Output voltage: Toy transformer**

14,8 V ⎓ 42,9 VA

c UL us

Conforms to the safety requirements of ASTM F963.